Character:_____ Player:_____

COGENT ROLEPLAY

Character Sheet

Identity

Age:_____ Race:_____ Height:_____ Body Type:_____

Character Disposition:_____

Disabling Charicteristics:_____

Attributes

STR: (STRENGTH)					
REF: (REFLEX)					
INT: (INTELLIGENCE)					

For every point in **STRENGTH**
severity in injury can be **reduced** once in every conflict resolution
and the player recieves an additional die for all attack and defense rolls

For every point in **REFLEX**
Turn Priority is Higher at the beginning of combat encounters
and the player recieves an additional die for all attack and defense rolls

For every point in **INTELLIGENCE**
recieve **3 additional skill points** to spend in character creation
and the player recieves an additional die for all attack and defense rolls

Skills

Core (+STR +REF +INT)

Perception					

Strength Based (+STR)

Athletics					
Grapple					
Swim					
Aim/Throw					

Reflex Based (+REF)

Acrobatics					
Ride/Pilot					
Sleight of Hand					
Stealth					

Intelligence Based (+INT)

Deception					
Persuasion					
Infiltration					
Survival					

Vocations (Assist Skills)

Proficiencies (Combat Applicable)

Destiny Points

Commerce Points

Injury:	*Penalty:*

History

Beliefs/Morality

Goals/Aspirations

Inventory/Equipment

Notes